

STARFINDER INFINITE

FORCE PROJECTING HOLOGRAMS

A STARFINDER PLAYABLE SPECIES

By Lucy Clinch

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FPH

+2
CON

+2
INT

-2
CHA

6 HP

Force Projecting Holograms, or FPHs, are an unusual sight amongst the Pact Worlds. Usually the preserve of the rich and powerful, an FPH can 'live' almost forever, although they are far from invulnerable. A complex magitech hologram tailor-made for each individual overlays a powerful robotic form that grants these converted individuals a new 'afterlife' without aging or suffering, and an outward appearance so convincing that few but the most shrewd could detect their true nature.



SIZE & TYPE

FPHs are Small, Medium or Large constructs, depending on the species they once belonged to, and retain their species' original reach. They possess the technological subtype, but unlike other constructs, they have Constitution scores.

DARKVISION

Advanced sensors allows FPHs to see up to 60ft in the dark.

HEALING CIRCUIT

In addition to being constructs and thus able to benefit from spells like make whole, FPHs count as living creatures for the purposes of magic healing effects that work on living creatures, though the number of Hit Points restored in such cases is halved. A character must use the Engineering skill to perform the tasks of the Medicine skill on FPHs. FPHs also heal naturally over time as living creatures do, and can benefit from magic or technology that can bring constructs back from the dead, as well as effects that normally can't (such as raise dead).

ROBOTIC

FPHs are immune to bleed, disease, death effects, poison, nonlethal damage, and sleep effects unless those effects specify they affect constructs. FPHs can be affected by effects or spells that normally target only humanoids, but receive a +4 racial bonus to saving throws against such effects. FPHs can eat and drink, though they don't need to, and they must recharge their internal batteries by entering an off-line mode that is similar to sleep for 8 hours every day. FPHs do not breathe or suffer the normal environmental effects of being in a vacuum.

FLEXIBLE PROJECTION

The FPH's external appearance is maintained by permanent magitech, acting as a *Holographic Image* (1st level) spell that does not require concentration, with a range of personal and a caster level equal to their character level. The FPH can make use of this effect to change their outfit or make other similar adjustments as a standard action.

ALTERNATE ABILITY ADJUSTMENTS

The FPH presented on the previous page represents a typical public citizen or Corporate FPH, with the standard adjustments of +2 Constitution, +2 Intelligence, and -2 Charisma. This represents the sturdiness of their construction, the enhanced cognitive facility they receive due to having their mind digitally reconstructed, and the somewhat uncanny nature of the cheaper FPHs that can be unsettling to onlookers.

Presented below is the option for playing as a Private FPH, which does not use the standard ability score adjustments.

Private FPH

Forged of the very best materials and swaddled in a hologram of refined perfection, Private FPHs are beautiful to look upon. The individuals who transfer themselves into such pristine constructs are usually the wealthy elite, who favour the protection and relative immortality of their new artificial forms. Many Private FPHs can pass undetected for decades or centuries, their projected forms never aging whilst their artificial bodies are kept in ideal shape by teams of hard-working engineers. A Private FPH's ability adjustments are **+2 Constitution**, **+2 Charisma**, and **-2 Wisdom**.

ALTERNATE RACIAL TRAITS

Most FPHs have the standard FPH racial traits detailed on the previous page, but individuals might have unique abilities, represented by the following alternate racial traits.

Body Library

As a standard action, an FPH with this trait can physically alter their form to look like any of the five body models stored within their hardware. When you select this racial trait, you design four alternate aesthetic forms for your FPH. These forms should be premade, and can take the form of any creature matching the FPH's chosen size. They cannot mimic a specific existing creature, but in all other regards can be personalised to the FPH's needs upon creation, and should be as ready to use in play as all other aspects of a character are. Replacing these forms is an expensive and time-consuming affair, taking 2d4 days and requiring the hire of a Professional Freelancer (*Starfinder Core Rulebook* pg. 234) for that time. One form can be replaced at a time. The FPH gains a +10 bonus to Disguise checks to appear as a creature of the type and subtype of the new form. The FPH can remain in an alternate form indefinitely, or until they take another form. This trait otherwise behaves in the same way as the **flexible projection** trait, with the exception that the DC for identifying the FPH is a hologram is established from a disguise check.

This replaces the **flexible projection** trait.

Compact Hardware

The diversity of design found in the FPH under-bodies is quite broad. Some are deliberately made with collapsible armatures, whilst others take the form of a free-floating projector unit. By manipulating their true robotic form and briefly collapsing their force projecting field, an FPH with this trait can move through an area as small as one-quarter their space without squeezing or one-eighth their space when squeezing.

This replaces the **darkvision** trait.

Long Term Memory Retrieval

Those FPHs created to preserve important knowledge have expensive memory banks with multiple backups and redundancies. In the rare moments where their intellect might fail them, the cradle of software that maintains their digital mind will directly interface with the FPH's memory in an attempt to provide an answer. Once per day, the FPH can re-roll a failed Intelligence-based skill check.

This replaces the ability of an FPH to exert control over their *Holographic Image* spell, as per the **flexible projection** trait. The FPH retains all the other features of the **flexible projection** trait.

Upgrade Slot

First popularised by Androids of the Pact Worlds, many of the individuals creating their FPH hardware have opted to eschew advanced sensory technology to allow for significant customisability. The FPH with this trait has a single armor upgrade slot in their bodies. Regardless of whether the FPH is wearing physical armor, they can use this slot to install any one armor upgrade that could be installed into light armor.

This replaces the **darkvision** trait.

Xenometric FPH

Much like how most androids are created in the likeness of the common species of the Pact Worlds, so too are FPHs created to mimic the individual they will be reconstructing. Utilising hybrid tech first championed by unusual and outlandish android designs, xenometric FPHs endeavour to restore traits important to the individual's identity.

An FPH with this trait selects one of the species detailed in the lower paragraphs of 'Xenometric Androids' (*Starfinder Character Operations Manual* pg. 17). This choice cannot be changed. The FPH possesses an under-body constructed to resemble the physique of the chosen species. In addition, xenometric FPHs gain some of the chosen species' racial traits, which are noted in parentheses next to the race's name. If a gained racial trait determines land speed, the FPH uses the speed as defined by that racial trait instead of that of the FPH. In all other ways, this acts as per the **Xenometric Android** alternate racial trait.

This replaces the ability of an FPH to exert control over their *Holographic Image* spell, as per the **flexible projection** trait. The android retains all the other features of the **flexible projection** trait.

Converting a pre-existing player character

If a pre-existing player character wishes to convert themselves into an FPH, this can be handled in a variety of ways. Narratively, they could chose to sign over their rights to a corporate sponsor, or else acquire the funding or support of a wealthy NPC to aid them. The cost of such a procedure is, much like the purchase of starships, beyond the means of typical player wealth.

Mechanically, after 2d4 days of preparation and investment (see 'Replacing these forms' in the **Body Library** alternate racial trait) the player is affected as if they had been subject to the Reincarnation spell, except they return as an FPH.

PLAYING AN FPH

YOU LIKELY...

Recall your former life in clear detail, and may be glad or resentful of your current existence.

Owe your existence as an FPH to something or someone, be it a wealthy patron, a corporation or a large financial deal you made.

Are eager to conceal your true nature from others where possible.

May still be struggling to adapt to a life with very different needs and priorities.

OTHER RACES PROBABLY...

Are envious of your relative immortality and its benefits.

View you as no longer belonging among the race you were born to.

Associate you with the Android and SRO races, and their struggles for recognition and rights.

Value the many benefits that such a resilient and potentially wealthy individual can bring to any situation.

PHYSICAL DESCRIPTION

An FPH consists of an advanced robotic body that constantly projects an ultra-HD magitech hologram, a solid light construct that allows the FPH a full physical experience of the world around them comparable to that of any organic. The outward appearance of an FPH is typically reconstructed from a comprehensive full-body scan of the individual in question, captured before the conversion process. An FPH is entirely sensate, can eat and drink, and engage in any physical activity they wish.

Business entities such as Abadarcorp now routinely backup the bodies and minds of truly vital employees in the case of their untimely death. These corporate FPHs have no ownership of their new bodies, and are easily identified as holograms owing to two factors: Their uninspired generic attire that typically carries their company branding, and the fact that the letters 'FPH' can be found marked on their hologram form. The most common location for this latter mark is the breast pocket of whatever outfit or uniform they may wear, but companies have been known to display this text as a tattoo on a person's limbs or even a mark upon their forehead. Corporate FPHs have very little control over their lives, and many have argued that their continued existence is not worth the exchange of much of their personal freedoms.

Privately created and funded FPHs are a lot more flexible in their design. With as much time as is needed to prepare for the transfer, the client can consult with hologram artisans, honing and redesigning their full-body scan to iron out any perceived imperfections. Some have even been known to take the opportunity to entirely reforge their identity, changing their gender, age, ethnicity or even species. The mega-wealthy have even been known to commission a whole library of appearances to choose from.

Beneath their projections, the artificial body of an FPH can vary significantly depending on its construction, but usually takes the form of a slender robot covered in projection nodes, faceless aside from a central camera at eye-height. This body is entirely hidden (and protected) by the force projecting hologram, and can only be seen whilst the FPH is undergoing repairs or augmentation upgrades. Whilst displaying their hologram bodies, it may be possible to detect the FPH is a hologram by noticing the barest flicker or latency delay, but the mechanical form beneath should never be visible in day to day interactions.

HOME WORLD

Although FPHs do not congregate on one particular planet, it was on bustling Absolom Station that the technology was first pioneered, through collaboration between Ysoki engineers and Gnomish illusion-weavers. At this point in the time, the technology remains prohibitively expensive to all but the wealthiest corporations and individuals. However, as the technology is improved upon, commentators have pondered whether a new age of artificial preservation might be on the horizon.

SOCIETY AND ALIGNMENT

FPH society is split between two major factions. Corporate FPHs are those who were resurrected as part of some sort of contract or insurance deal, connected to the valuable knowledge, skills or connections they possessed in life. The Pact Worlds has yet to establish a legal precedent on the potential rights of a corporate-owned FPH, with many considering the relatively recent trials of Android liberation.

Elsewhere, there are those individuals who have paid great sums of money to have their forms preserved in this way. In many of these cases, they continue to live the life of luxury that afforded them this opportunity in the first place, far past the end of their natural lifespan. Wealthy CEOs, powerful leaders and hard-partying creatives are among this crowd.

RELATIONS

In many parts of the Pact Worlds, FPHs manage to avoid the popular prejudices against synthetic life, given how difficult it can be to perceive them as such. Many Androids and SROs consider this exceedingly unfair, and FPH relations with both races can be quite variable. FPHs also tend to attract envy from a certain kind of mind; despite the fact that some individuals consider them no better than ghosts, their beautifully tailored forms are capable of avoiding many of the ravages that plague organic life, and this envy can manifest in many ways.

ADVENTURERS

FPH adventurers are rare, and are typically contracted Corporate individuals who are enacting a task they have been assigned, or are perhaps seeking aid to escape or usurp the company that owns them. Those few private FPHs that seek adventure are usually celebrity icons or rich researchers who carry their fame and wealth with them.

NAMES

FPHs nearly always retain the names they had in life, although those that go through this process with the goal of reinventing themselves can decide on whatever name takes their fancy.

EXAMPLE FORCE PROJECTING HOLOGRAMS

Three example FPH characters are included here, along with the following suggestions for how to adapt them for any situation.

Adaptation: FPHs are either found in the upper crust of society, granting a longer life the wealthy and important, or else being used to preserve the knowledge and/or talents of a skilled corporate worker. The technology has spread across the Pact Worlds, and whilst its extreme expense has stopped it from becoming mainstream, a tactically-minded Vesk Admiral is as likely a target for conversion as an arrogant Lashunta politician or wealthy Shirren businessman. The following stat blocks can be easily modified by changing their weaponry and appearance as necessary, and a Xenometric FPH NPC can even receive a creature subtype graft to reflect their unique species.

Private FPH

Many private FPHs are wealthy individuals who have opted to use the fabulous FPH technology to preserve themselves far beyond their natural lifespan. Their appearance is frequently that of a fabulous designer version of the form they had in life. Few of them have much talent in combat, but may wield significant political influence and are likely surrounded at all times by powerful bodyguards and defenses.

Corporate FPH

Whilst these individuals are usually far more skilled than the average FPH, they are also rarer. Often found working in well-fortified bases or research facilities, Corporate FPHs range from individuals whose knowledge or talents were valuable enough for their company sponsors to preserve them, all the way down to desperate individuals who signed away most of their rights and live on only whilst their corporate owner still has need of them. These individuals may work alone or with a team, or on occasion under heavy protection. They may wish to escape their contractual obligations or be very grateful for them.

Many-Faced, FPH

The 'Many-Faced' was a nickname given to the mysterious FPH Operative rumoured to work for the Drow houses of Apostae, whose skills in thievery and infiltration are rumoured to be second to none. This individual and others who have followed in their footsteps make use of the FPH's ability to retain a Body Library, but instead of preserving an array of aesthetically pleasing forms, their library is full of versatile and nondescript disguises, allowing them to vanish into any crowd. An FPH of this kind is a formidable opponent, and would serve well as the servant of a shadowy antagonist.



PRIVATE FPH

CR 2

XP 600

FPH Shirren Envoy

CN Medium construct (technological)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE

HP 23 RP 3

EAC 13; **KAC** 14

Fort +1; **Ref** +3; **Will** +5

Immunities construct immunities

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +6 (1d6+2 S)

Ranged static arc pistol +8 (1d6+2 E; critical arc 2)

Spell-Like Abilities (CL 2nd)

At will—*holographic image* (level 1) via flexible projection (DC 13)

STATISTICS

Str +0; **Dex** +1; **Con** —; **Int** +2; **Wis** +0; **Cha** +4

Skills Bluff +12, Diplomacy +12, Life Science +12, Mysticism +7, Physical Science +7, Sense Motive +12

Languages Common, Shirren

Other Abilities envoy improvisations (not in the face, universal expression), flexible projection, unliving

Gear flight suit stationwear, tactical dueling sword, static arc pistol

CORPORATE FPH

CR 5

XP 1,600

FPH Human Technomancer

LN Medium construct (technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE

HP 60 RP 4

EAC 16; **KAC** 17

Fort +4; **Ref** +4; **Will** +8

Immunities construct immunities

OFFENSE

Speed 30 ft.

Melee advanced sword cane +8 (1d4 S; critical bleed 1d4)

Ranged frostbite-class zero pistol +11 (1d6+5 C; critical staggered [DC 15])

Offensive abilities magic hacks (fabricate tech, fabricate arms), spell cache

Spell-Like Abilities (CL 5th; ranged +10)

2nd (3/day) - *holographic image* (level 2) (DC 17), *inject nanobots* (DC 17)

1st (6/day) - *identify*, *magic missile*, *unseen servant*

0 (at will) - *energy ray*, *mending* (DC 15)

holographic image (level 1) via flexible projection (DC 15)

STATISTICS

Str +0; **Dex** +3; **Con** —; **Int** +5; **Wis** +2; **Cha** +0

Skills Computers +16, Culture +11, Engineering +16, Mysticism +16, Perception +16

Languages Castrovelian, Common, Kasatha, Shirren, Vesk, Ysoki

Other Abilities flexible projection, unliving

Gear business stationwear, advanced sword cane, frostbite-class zero pistol

MANY-FACED AGENT, FPH

CR 11

XP 12,800

FPH Operative

CN Medium construct (technological)

Init +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

DEFENSE

HP 170 RP 5

EAC 24; **KAC** 25

Fort +10; **Ref** +13; **Will** +14

Immunities construct immunities

OFFENSE

Speed 50 ft.

Melee officer dueling sword +19 (3d4+11 S)

Ranged decimator disintegrator pistol +21 (1d20+11 A) or series-42 plasma guide +21 (3d8+11 E & F; critical severe wound)

Spell-Like Abilities (CL 2nd)

At will—*holographic image (level 1)* via flexible projection (DC 17)

STATISTICS

Str +0; **Dex** +8; **Con** —; **Int** +5; **Wis** +3; **Cha** +0

Skills Acrobatics +27, Athletics +22, Computers +27, Diplomacy +22, Disguise +27, Sleight of Hand +27, Stealth +27

Languages Castrovelian, Common, Drow, Elven, Kasatha, Shirren, Vesk, Ysoki

Other Abilities change shape (any Small, Medium, or Large creature), debilitating trick, evasion, flexible projection, operative exploits (holographic distraction, cloaking field), phase shift escape, specialization (ghost), trick attack +6d8, triple attack, uncanny agility, unliving

Gear platinum abadarcorp travel suit, officer dueling sword, decimator disintegrator pistol, series-42 plasma guide

MANY-FACED MASTERMIND, FPH

CR 18

XP 153,600

FPH Operative

CN Medium construct (technological)

Init +15; **Senses** darkvision 60 ft., low-light vision; **Perception** +32

DEFENSE

HP 350 RP 7

EAC 32; **KAC** 33

Fort +16; **Ref** +19; **Will** +20

Immunities construct immunities

OFFENSE

Speed 60 ft.

Melee molecular rift switchblade +28 (11d4+18 S)

Ranged gasconade handcannon +30 (8d8+18 P; critical knockdown)

or

compound focus rifle +30 (13d4+18 F; critical burn 4d4)

Spell-Like Abilities (CL 2nd)

At will—*holographic image (level 1)* via flexible projection (DC 20)

STATISTICS

Str +0; **Dex** +11; **Con** —; **Int** +8; **Wis** +6; **Cha** +0

Skills Bluff +37, Computers +37, Diplomacy +32, Disguise +37, Intimidate +32, Sense Motive +37, Stealth +37

Languages Castrovelian, Common, Drow, Elven, Kasatha, Shirren, Vesk, Ysoki

Other Abilities change shape (any Small, Medium, or Large creature), debilitating trick, double debilitation, evasion, flexible projection, fool detection, operative exploits (efficient cloaking field, master of disguise), quad attack, specialization (spy), trick attack +9d8, uncanny agility, unliving

Gear zeizerer diffractor V, molecular rift switchblade, gasconade handcannon, compound focus rifle

Creature Subtype Graft

The FPH Graft is presented below, and can be applied to any pre-existing stat block. In theory, an FPH can be formed of any creature, if the expensive transfer process, the complex hardware and the 3D reconstruction is paid for. This is not a quick process by any means, but it might be used in unusual circumstances: A zoo of extinct life-forms recreated as FPHs for the pleasure of an ignorant public, an outpost of one of the Outer Planes staffed entirely by FPH recreations of long-dead heroes and villains, or a grifter who has created an FPH facsimile of a deity to fool culpable settlers on a new world.

These ideas and others could be the basis for including one or more FPHs in a Starfinder campaign, although given the expense of their creation, a GM should think twice before making them in any way commonplace or regularly reoccurring throughout a story. A setting that includes FPHs as commonplace everyday citizens would likely have quite a different outlook on the concept of death.

FPH Graft

This subtype is applied to a once-living being that has been reconstructed and preserved in a magitech state as a force projecting hologram.

Required Creature Type: Construct (technological).

Suggested Array: Expert, Spellcaster.

Traits: Flexible Projection, Healing Circuit.



ON THE COVER

Lucy Clinch illustrates a wealthy Shirren business magnate loading up his brand new body for the first time, for he is one of many **Force Projecting Holograms**, a new player species exclusive to this book.

CLINCH
CREATIONS

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